SNS-Y6-USA

GAMES

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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The Legend

A host of evil creatures has besieged this once pristine land. From his underground palace, the Shadow King is directing his minions, the Meanies, to infiltrate, corrupt, and destroy all things of beauty. The Shadow King is winning; all in the land will soon quiver beneath his vile gaze.

Swept away by a raging river while trying to save a beautiful maiden, young Merlin finds himself in this enchanted land. As he explores, he discovers the Shadow King's hideous plot. Armed with an arsenal of magical objects, Merlin enlists the aid of the Lady of the Lake and vanquishes the Shadow King's evil minions. It takes all Merlin's cunning and skill to penetrate the Shadow King's defenses and crush him forever.

SAFETY PRECAUTIONS

1. Store your Game Pak at room temperature and protect it from extreme temperatures, either hot or cold.

2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve. Wipe the Game Pak free of dust with a dry cloth; DO NOT use any cleansers, thinners, solvents, or alcohol to clean it.

3. DO NOT try to disassemble your Game Pak. If you have any problems with the Game Pak, please contact the number at the back of the manual under WARRANTY INFORMATION for assistance.

STARTING THE GAME

1. Insert your **YOUNG MERLIN™** Game Pak into your Super Nintendo Entertainment System and turn the power on. The title screen shown here will be displayed, followed by a short preview. Press the START button to skip the preview, view the introduction and begin the game.

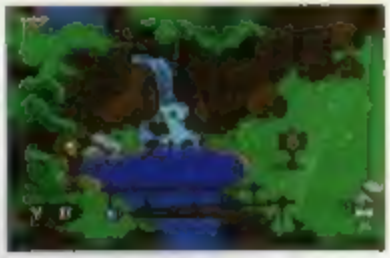
2. To resume a previous game, press START and enter the PASSCODE given to you by the Lady of the Lake, then press Select.

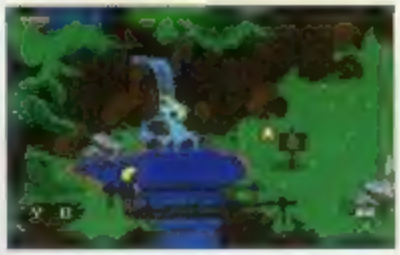
3. To end the game at any time, simply turn your Super Nintendo Entertainment System ® off and remove your Game Pak.

Quick Tips

The game begins with Merlin standing up and brushing himself off. Using the control pad, move Merlin down to the bridge where the purple gem is sitting on the ground.

When Merlin is close enough to the gem he will bend over and pick it up. A thought bubble will appear with Y in it. Press the Y button on your controller and Merlin will toss the purple gem into the pond. A star will appear to the right of the pond. Using your control pad move Merlin across the bridge and to the star. Merlin will bend over and pick up the shooting star (his first weapon) when he is close enough. The star will appear under the B on the bottom of the screen. When you press the B button, Merlin will fire his shooting star. Using the control pad, move Merlin to the right and explore West Wood. Merlin will encounter an evil tree influenced by the Meanies.



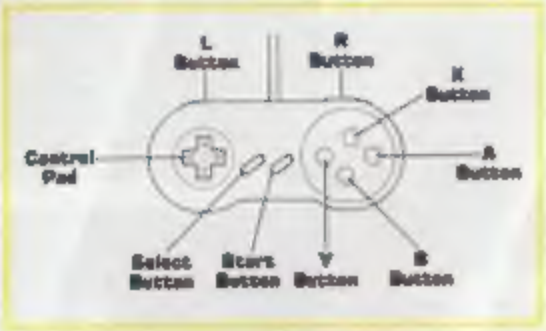


Beyond the tree are two new items Merlin can collect. He will have to defeat the tree in order to retrieve the new items. Hit the tree with the shooting star by pressing the B button. (Be careful not to get too close.) Once you have defeated the tree and the Meanies flee, move Merlin past the tree to pick up the orange gem and bottle. Items will appear under the Y on the bottom of the screen. Once you pick up these two items walk Merlin back to the pond. Using the R button toggles the current item between the bottle and the orange gem. Press the Y button while the orange gem that you picked up is selected. Merlin will toss the gem into the pond and the Lady of the Lake will transform it into another item. Practice using each new item before exploring West Wood.

EXPLORING WITH MERLIN

CONTROL PAD

Merlin's movement - Use the control pad to walk Merlin in any direction.



SELECT Button

Inventory Control - Press the **SELECT** button to switch to the inventory screen, which displays all the items Merlin has collected.

EXPLORING WITH MERLIN

START Button

Options Screen - Press the **START** button to switch to the Options Screen.

Y Button

Using Inventory - The **Y** Button uses Merlin's current inventory item which is displayed below the '**Y**' in the lower left hand side of the screen.

X Button -- Not used

L and R Buttons

Change Current Inventory Item - The **R** Button selects the next item in Merlin's inventory.
The **L** Button selects the previous item in Merlin's inventory.

B Button

Using Weapons - The **B** Button uses Merlin's current magical weapon, which is displayed below the '**B**' in the lower left hand side of the screen.

A Button

Change Current Weapon - The **A** Button selects the next item in Merlin's weaponry.

On Screen Information

HEART CONTAINERS - These hearts represent Merlin's health. You start with three full (solid red) containers and can gather more throughout the game. If you are hurt, your Heart Containers will empty. When only one-quarter of your total health remains, your heart containers will blink. You can increase your health capacity by collecting empty heart containers. You can fill empty heart containers and improve Merlin's health by collecting filled hearts and drinking certain potions.

CURRENT ITEM Y - This displays Merlin's current inventory item. Pressing **Y** will use the item. Pressing the **L** button will select the previous inventory item. Pressing the **R** button will select the next inventory item. You can also press **SELECT** to view the inventory screen and select an item using the control pad and the **Y** button.

ACTIVE WEAPON B - This displays Merlin's current weapon. Pressing **B** will use the weapon. Pressing **A** will cycle through the available weapons. You can also press **SELECT** to view the inventory screen and select an item using the control pad and the **Y** or **B** button.

AIR GAUGE - The air gauge displays how much air Merlin has as he explores the flooded caverns. Mermaids will help Merlin by replenishing his supply of air.

On Screen Information

SHAMROCKS - As Merlin destroys enemies he may collect a SHAMROCK. Each SHAMROCK will add to the shamrock counter. Once Merlin collects 12 SHAMROCKS he gets a magical bonus. This bonus could be temporary invincibility or full healing.

Options Screen

In the ***OPTIONS SCREEN*** you can turn the music off and on, listen to different songs, turn the sound effects off and on, listen to different sound effects and enter a passcode to restore a previous game.

The sword selector This indicates your current selection. Move to other selections by using the control pad to move up or down.

Music - Here you can listen to different songs or turn the music off. Change the current song by pressing right or left on the control pad. Switch the music on and off by pressing **B**.

Options Screen

Sound Effects - You can play a sound effect by pressing **A** while the sword is pointing to the harp. You can switch to a new sound effect by pressing right or left on the control pad. Sound effects can be switched on and off by pressing **B**.

Rune Staff (PASS-CODES) - Throughout the game the Lady of the Lake will reward you with runes for a job well done. Entering the rune in the options screen will restore the game to the same place where you received the rune. Point the sword selector at the rune staff to activate it and press right on the control pad to start entering a code. The letters in the rune correspond to the buttons on the control pad, and the arrows equate to directions on the control pad. To enter the passcode, press the "**Y**", "**B**", "**X**", "**L**", or "**R**" button to input that letter, or press the proper direction on the control pad for the "↑", "↓", and "→". Pressing "←" will backspace one space and erase the last character entered. Pressing "**Select**" will restore your game to the current rune. Pressing "**START**" or entering an incorrect rune will return the player to the current game.

Magic & Magical Items

Battling the Shadow King's minions will often leave Merlin with less than full health. You can refill his heart containers by collecting the HEARTS that sometimes appear when you defeat an Enemy. Collecting 12 SHAMROCKS will sometimes totally restore your health. You can increase your health capacity by collecting HEART CONTAINERS along the way. If Merlin is at full health collecting a heart will have no effect.

Water from the magic springs and pools can help Merlin in different ways. Collect empty bottles and fill them near any "bottle" sign by pressing **Y** while the empty bottle is the current item and Merlin is next to the sign. Pressing **Y** when Merlin has a full bottle selected will cause him to drink the contents.

The Dark Dwarves have strange pillar puzzles that unlock the doors to their kingdom. To reset a "Lock" the dwarves have installed reset points. When he uses the Dwarven key, Merlin will be sent back to the last reset point that he crossed and the pillars puzzle will be reset.

WEAPONS

Merlin can acquire several weapons throughout his travels to help defeat the Shadow King and his minions. Some enemies cannot be affected by certain spells.

The Lightning Bolt - Merlin's most powerful weapon, the lightning bolt will strike from 1 to 5 enemies.

The Match - The Match will roast the closest enemy but takes some time to recharge after each use.

The Shooting Star - The first of Merlin's weapons, it will destroy weaker enemies. A combination of the Shooting Star and other items can be used to weaken more powerful enemies which survive a single blast.

The Silver Star - A more powerful version of the Shooting Star, its power can also be put to use in a combination attack.

The Snow Flake - The Snow Flake will disable or immobilize from 1 to 5 enemies. It will take time to recharge after each use.

INVENTORY

There are many items that Merlin will discover during his quest. Some items, if used correctly, will invoke magic. Using most magical items will frequently make Merlin temporarily invulnerable.

Air Bubble - Use the air bubble to double Merlin's air supply when he is under water.

Balloon - The balloon will allow Merlin to attain new heights. There are no adverse effects to using the balloon, though Merlin will feel rather expansive for a time.

Bottles - These useful containers can be filled at the "Bottle" signs. Tasty bottled water can help heal Merlin or even make him temporarily invulnerable.

Bubble Wand - Merlin can use the Bubble Wand to blow bubbles. Bubbles will encase Meanies and float away with them.

Cave Herring - A potential pet for a lonely person. But remember, fish need water or they dry up!

Fish Bowl - A convenient place to hold a herring.

INVENTORY

Flowers - A gardener's delight. Flowers can be used to create magical items.

Gems possess magic which the Lady of the Lake can use to fashion magical items. Using gems beside the rainbow pool causes Merlin to give the gem to the Lady of the Lake by casting it into the pool.

Golden Comb - Merlin is at his most charming when he's all prettied up. Most enemies will be awed by Merlin's good looks when he uses this magic grooming device.

Hour Glass - Quite a powerful tool, the hour glass will stop time, occasionally with unpredictable results. Use it wisely. The hour glass only works beyond the Rainbow Gate.

Keys - Useful when confronted with a lock.

Lantern - This lantern burns forever, doesn't require oil or magical power. Very convenient for an explorer.

Mirror - One of the more effective tools Merlin can collect, the mirror will generate a cloned image of Merlin that enemies will be attracted to.

Raw Ore - Is this ore what the Dark Dwarves are looking for? If only it could be refined. . .

Reflection Crystal - The Meanies were at their worst when they created this device. It can capture the reflection of fairies and trap them over a mirror or pool. A trapped fairy will be very grateful to anyone who can find her reflection and free her.

Spring - While Merlin can explore most areas in this world, he will find some places inaccessible. Use the spring to vault over chasms.

Stun Dust - This bag of dust will stun most enemies, making other weapons and items more effective.

Wheel - "The squeaky wheel gets the grease." Well, this one doesn't squeak, and it doesn't turn. Maybe if you can get it loose, you can use it somewhere else.

INVENTORY

Wooden Hearts - Tokens of fairy magic, they are ecologically sound and environmentally friendly

Wrench - "A tool for gripping and turning or twisting the head of a bolt, a nut, a pipe, or the like, commonly consisting of a bar of metal with fixed or adjustable jaws." You know what that's for. Now find where to use it.

CAST OF CHARACTERS

AHNTS

The Ahnts are large termite-like creatures who have burrowed beneath Lover Haven to form a maze of twisted passages. They are tough bugs and take a beating before curling up. The front of an Ahnt is the business end and it's best not to mess with one up close.

ANENEMY

The Anenemy is a tentacled creature found in the flooded caverns. It has a stinging touch.

CAST OF CHARACTERS

BLOOP

One of the Shadow King's less successful creations is Bloop. The Shadow King was hoping to create a shape shifter but instead got a blob of jelly with an attitude. Bloop is used by his kings to guard prisoners of little threat such as a befuddled old wizard.

CAPTURED ELF

The Elf can summon the Lady of the Lake to give Merlin a new rune for his staff. If only his hands were free.

CASOLARI

Casolari has dedicated his life and given his health to the study of magic. Assuming that magic was the thing of study and arcane ingredients, Casolari is astounded as Merlin is able to perform magic due to his youthful enthusiasm. Casolari is thin and frail with a hunched back and a scraggly white beard which hangs to his belt.

CHIME

Chime is somewhat bossy and more than a little vocal. Complete with dragonfly wings and pointed ears, she is the proverbial fairy.

Cast of Characters

CINDER

Cinder guards the pass from Deer Hollow to the Shadow King's Palace. Cinder is basically lazy and will attempt to frighten intruders. She is arrogant and may be overcome due to her overconfidence. Cinder can only be affected by magic which hits her from behind.

THE DARK DWARVES

The Dark Dwarves are bigger cousins of the Meanies. They fight with pick axes and explosives and can throw them quite a distance. They have created a vast labyrinth of puzzles to guard their mines and have invented machinery to help them process raw ore and extract magical gems.

DOG & CAT FISH

The Dog and Cat fish constantly chase each other through the flooded caverns. They are mostly harmless unless Merlin gets caught in their wake. If Merlin is too close when they pass he will spend precious moments and all spinning about helplessly.

Cast of Characters

HAMMER HEAD

The hammer head shark is a nuisance that swims up to Merlin and bops him on the head, forcing the air from Merlin's lungs. If Merlin doesn't hurry back to a Mermaid it could be disastrous.

HEDGE MONSTERS

Meanies may infest a bush and attempt to shroud Merlin in a thorny embrace. It's best to keep away from these guys and blast them from a distance.

THE MEANIES

The Meanies are small creatures who love to inflict harm. The Meanies are crafty little guys and are not above biting, kicking, scratching an opponent. Meanies can combine together with the help of the Shadow King's magic, to create larger monsters. When destroyed these monsters break into Meanies who run for cover but can present kicking an opponent in the shin if the opportunity presents itself. They spread their corruption by infesting innocent objects. Try attacking any object that attacks Merlin. It is most certainly infested with the little brats and attacking it is the only way to banish them.

CAST OF CHARACTERS

MEANIE TREE

These trees are infested with Meanies! Try to hit them with the Shooting Star but don't get too close.

MELODY

Melody is a sheltered young lady who has been raised by her overprotective father. She is reserved and shows only a slight interest in Merlin. Nonetheless, Merlin is charmed by her innocence. Melody is a fair maiden whose beauty and grace shine through even the worst situations.

MERLIN

A bit of a rebel, Merlin is just starting on the road to becoming a wizard. Somewhat cocky, he will fight for what he believes. At first, Merlin just wants to get back to England. But he learns of the Shadow King's plot and becomes determined to defeat the Shadow King to free the Land.

MERMAIDS

Deep in the underwater grotto, the mermaids are willing to assist Merlin in his quest to free Elven Hollow. They will come out of their grottos to fill Merlin's lungs with sweet air.

THE OINKMERS

Oinkmers are pig-like monsters created by the Shadow King by grouping Meanies together. Oinkmers have sickly pink skin with warts and moles and are not very bright. They will fall for the same tactic over and over.

PIRANHA

These disgusting little fish tend to hide out in abandoned grottos. You may easily mistake a piranha grotto for a Mermaid home, so be careful!

THE SHADOW KING

The Shadow King has gained power through his use of Meanies to corrupt the land. He is determined to bend the world for his own purposes, and become invincible. Only an outsider may hope to defeat him.

THE SHROOM GOONS

These guys are some nasty fungi. They creep up to a victim and beat him with their hood.

CAST OF CHARACTERS

SNARL SHOOTS

The Snarl Shoots ensnare Merlin and scratch him with their thorns

SPYDER & OFFSPRING

Spyder is an arachnaphobic's worst nightmare. She is quite agile and cunning. Spyder sends forth dozens of her children to weaken and trap anyone unwary enough to approach. Both Spyder and her offspring are impervious to most attacks.

STERM

Sterm is highly protective of Melody, his daughter. He owns the large mine in the area though he has not been able to work it since the Dark Dwarves infested it. He is a tall man with a barrel chest and a no nonsense attitude.

STONE KNIGHT

This animated statue follows Merlin's every move and refuses to let him pass. If only he could be distracted.

CAST OF CHARACTERS

THUNDER PIG

One of the Shadow King's more effective creations, the Thunder Pig rules the oinkmers with an iron hoof and a sharp cleaver.

THE TROLLS

Ill-tempered and aggressive, the trolls are one of the nastiest enemies to fight. When Merlin gets too close, the trolls reach out and strangle him. Trolls are tall, burly characters with green skin, black wiry hair, long noses and pointed chins. They walk around like zombies until they see a potential victim.

VILLETTES

Watch out if you get too close to a patch of innocent looking Villettes, they reveal their true nature and spring forward to take a bite from your skin.

Mine Cart

Deep in the dwarven mines are mine carts that Merlin may ride. By pressing the control pad, Merlin can control his speed and direction on the cart. Press forward (the same direction the mine cart is moving) to go faster or back (the opposite direction) to go slower. Pressing the control pad to Merlin's left or right will cause the mine cart to tip up on its side and lets Merlin turn the mine cart.

Note: the game cannot be paused while Merlin is riding a mine cart.

Try to make turns, try to anticipate and turn early. Press and hold the control pad so the mine cart is tipped up on two wheels. (If Merlin was traveling left and you wanted him to turn up, you would press and hold the control pad up.) Hold the cart in this position until Merlin successfully turns, then release the control pad.

Credits

Produced By
Louis Castle & Barry Green

Designed by
Louis Castle & Joseph B. Hewitt IV

Product Coordinators
Scott Duckett & Erik Yee

Programmed by
Milo X. Bahan, Barry Green, David K. Dettmer

Art & Animation by
Joseph B. Hewitt IV, Cindy D. Olson
Judith Peterson, Louise Sandoval, Eric Shinks

Music & Sound by
Dwight K. Okahara, Frank Klepacki, Louis S. Medra

Quality Assurance by
Ronnie Baldwin, Jesse Clemit, Kenny Dunne
Jeff Fillhaber, William F. Foster, Erik Harshman
Greg Hjelstrom, Mike Lightner, Ken Love
Mike McCaa, Paul Moore
Bijan Shaheer, Glenn Sperry

Credits

Documents Coordinated by
Lisa A. Ballan

Manual Design by
Lisa A. Ballan

Manual Edited by
Lisa Marcinko

Box Design by
Lauren Rifkin

Special Thanks to
Brett W. Sperry
Rick Parks
Rick Gush
Matt Collins
Matthew Hansel
Neil Young
David Bishop
Bill Kunkle

Sound/Music Player © 1992,1993 Chip Level Designs

Dedicated to the memory of
Joseph J. Jones

Strategy Notes

Strategy Notes

Passcode Record

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Virgin Games, Inc. 18061 Fitch Ave., Irvine, CA 92714 (714)833-1999

YOUNG MERLIN CONTEST

1. While playing the game collect all of the hidden heart containers.
2. Take a picture of yourself beside the congratulations screen that will be shown at the end of the game when you have collected all 16 heart containers.
3. Mail the picture along with a piece of paper with your shirt size, name, address, city, state and zip code to the following address:

Virgin Games, Inc.
ATTN: Young Merlin
18061 Fitch Avenue
Irvine, California 92714

One **1st prize winner** will receive a $100.00 gift certificate for Virgin Games Inc. Retail Order Center

One **2nd prize winner** will receive a $50.00 gift certificate for Virgin Games Inc. Retail Order Center

One hundred **3rd prize winners** will receive a Commemorative Young Merlin T-Shirt.

Drawings to be held at the end of every month. Requests must be postmarked before **June 30, 1994**. Allow 4 to 6 weeks for delivery.

1st prize winners will have their names listed in the Westwood Studios News & Notes quarterly newsletter.

Additional information you will need to know:

1. No liability is assumed for lost, late, stolen, misdirected or illegible mail.
2. All requests are the property of Virgin Games, Inc. and will not be returned. By submitting an entry, the winner agrees to allow use of his/her name and likeness thereof for advertising and promotion of this competition without compensation. All state and federal taxes are the responsibility of the winners.
3. The competition is open to all residents of the continental U.S. excluding its territories and overseas military installations. Employees of Virgin Games, Inc., Westwood Studios, their affiliates, subsidiaries, advertising, production, promotion, and fulfillment agencies and the families of each are not eligible.
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